



## CITY OF CINCINNATI LIVING WAGE EXEMPTION REQUEST

According to Cincinnati Municipal Code, Chapter 317, contractors and subcontractors may request an employee exemption to the living wage requirements.

To request an exemption, this form must be completed and submitted with the bid or request for proposal. Information recorded hereon will be incorporated in the awardee's contract.

### **To be Completed by Contractor or Subcontractor**

Reason for Request: (Attach list of applicable employee(s) and program(s))

- ☐ (a) Employee is a trainee in a job training program which meets city job training standards as outlined in regulations promulgated by the city manager pursuant to this Chapter.
- ☐ (b) Employee is under twenty-one (21) years of age, or employed by a nonprofit corporation for after school or summer employment, or as a trainee for a period not longer than ninety (90) days.

|                                      |       |            |
|--------------------------------------|-------|------------|
| Company:                             |       |            |
| Address:                             |       | Telephone: |
| Contract #:                          | Year: | Service:   |
| Signature of Company Representative: |       |            |
| Print Name:                          |       |            |
| Title:                               | Date: |            |

Personally came before me on the this \_\_\_\_ day of \_\_\_\_\_, 200\_, he/she \_\_\_\_\_ who acknowledges that he/she executed the foregoing document for the purpose therein contained for and on behalf of said company. In witness whereof, I have hereunto set my hand and official seal.

\_\_\_\_\_  
NOTARY PUBLIC SIGNATURE

\_\_\_\_\_  
PRINT NAME

\_\_\_\_\_  
My commission expires

(SEAL)

-----  
**To be Completed by City**

Office of Contract Compliance Review:

☐ Approve      ☐ Disapprove      ☐ Specialist's Initials: \_\_\_\_\_

Disposition: \_\_\_\_\_

\_\_\_\_\_  
Karen Jones, Contract Compliance Officer

\_\_\_\_\_  
Date

